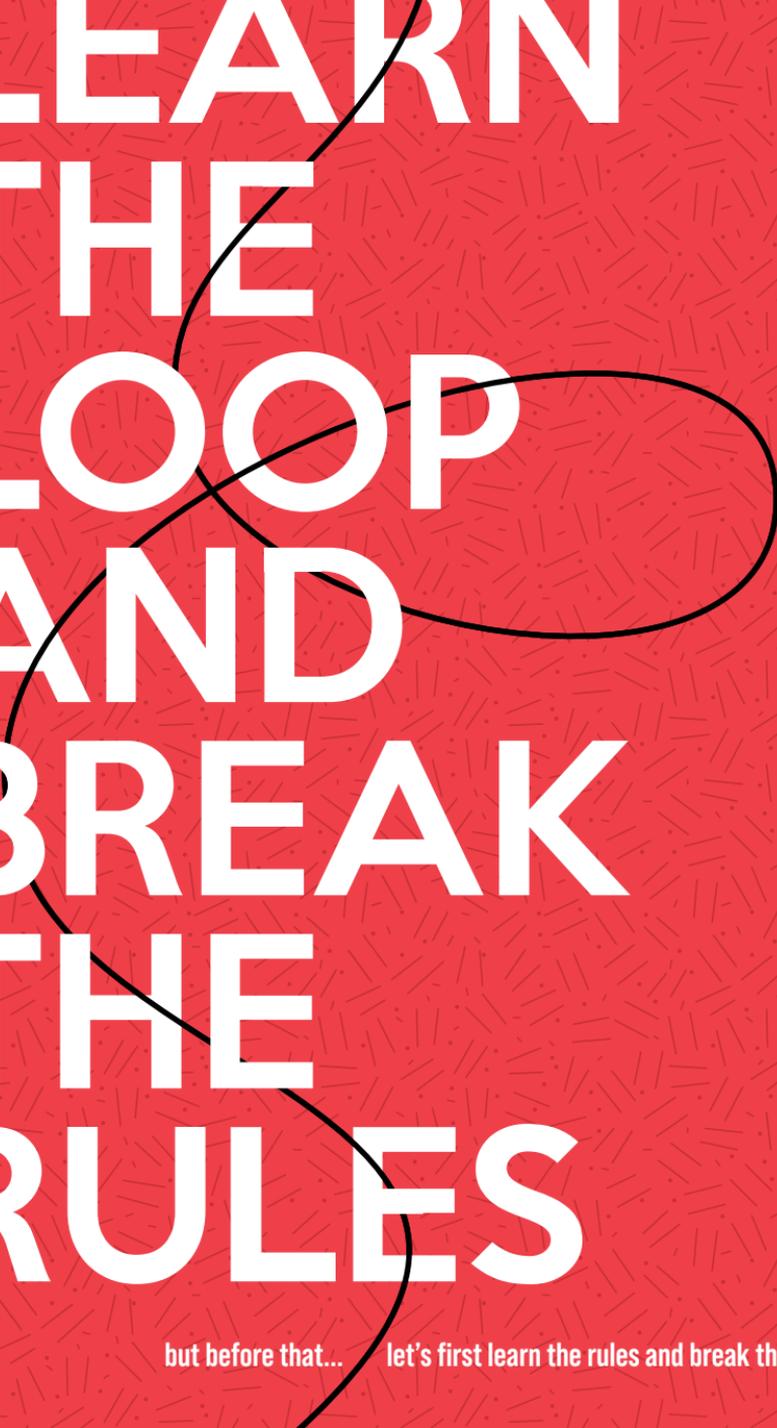


LEARN THE LOOP AND BREAK THE RULES



but before that... let's first learn the rules and break the loop!

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1.0 Basic Mode Setup

Play the 1st game and Campaign in the Basic Mode.

Remove sets of MATERIAL from game according to the numbers of player before setting up. **1 set of MATERIAL contains 1 MATERIAL of each type: FOOD, GLASS, METAL, PLASTIC and UTILITY.**

Total Player No.	1	2	3	4	5	6
Sets of MATERIAL to remove	2	2	1	1	-	-

Place game components as indicated on the right.

1. Place **1 set of MATERIAL** face-up surrounding the DEPLETION on the board.
2. Shuffle the remaining MATERIAL and place on top of DEPLETION.
3. Shuffle and flip over 5 ACTIVITY. Place the remaining amongst them.
4. Place all COIN (\$) in the WORK AREA on top of the LOOP logo.
5. Shuffle and deal **3 GOAL** (P.4) to each player. Put away the remaining ones.
6. Remove the 5 **blue FAVOUR**. Shuffle all **red FAVOUR** (P.5) and deal to each player according to the table below. Place the rest on the game board.

No. of FAVOUR to start	Total Player No.					
Player's Position	1	2	3	4	5	6
1 st	5 [#]	2	1	1	1	1
2 nd	-	3	2	2	1	1
3 rd	-	-	3	2	2	2
4 th	-	-	-	3	2	2
5 th	-	-	-	-	3	3
6 th	-	-	-	-	-	3

7. Each takes a player mat and put the INTERN (back of CAREER) to the right.
8. Place a HAPPINESS token over **HAPPINESS** (4 ♥ (P.4)).
The starting player will use the **golden** side, others use the **black** side.
9. Place REPUTATION token black-side up covering the REPUTATION icon.
10. Take **2 COIN** (\$) and **1 random MATERIAL** at **QUALITY 2** to your AREA. (P.5)
11. You are ready!

In Solo Mode, you use the **blue** FAVOUR instead. Use **red** FAVOUR in all other modes.



1.1 Player AREA

Starting HAPPINESS 🧐

INTERN starts game at HAPPINESS 🧐 4 📍; other CAREER start at HAPPINESS 🧐 3 📍.

REPUTATION 👑

You can keep up to 2 REPUTATION 👑. Flip and move to cover/uncover the icon.

Achieved GOAL

Place achieved GOAL here.

ACTIVITY

Place completed ACTIVITY here. You can keep up to 3 ACTIVITY, replace one of the older ones when completing a new ACTIVITY.

GOAL card

18 different types. All players will always start game with 3 and only 3 GOAL.

QUALITY

QUALITY of a MATERIAL is indicated by the white dots on the top.

MATERIAL card

5 types, 6 each, 30 in total. You may keep unlimited MATERIAL in your AREA.

HAPPINESS token

Use it to circle your current HAPPINESS 🧐. Starting player uses the **golden** side.

Objective: Reach maximum HAPPINESS 🧐

Reach HAPPINESS 🧐 12 before DEPLETION occurs to end game. Winning condition is different for different modes. [P.10]

CAREER card

Play as INTERN in the Basic Mode and in the first chapter of Campaign.

Starting Resource

INTERN starts with 2 COIN \$ and 1 random MATERIAL at QUALITY 2.

SALARY

Gain COIN \$ and lose HAPPINESS 🧐 according to SALARY when WORK.

COIN \$

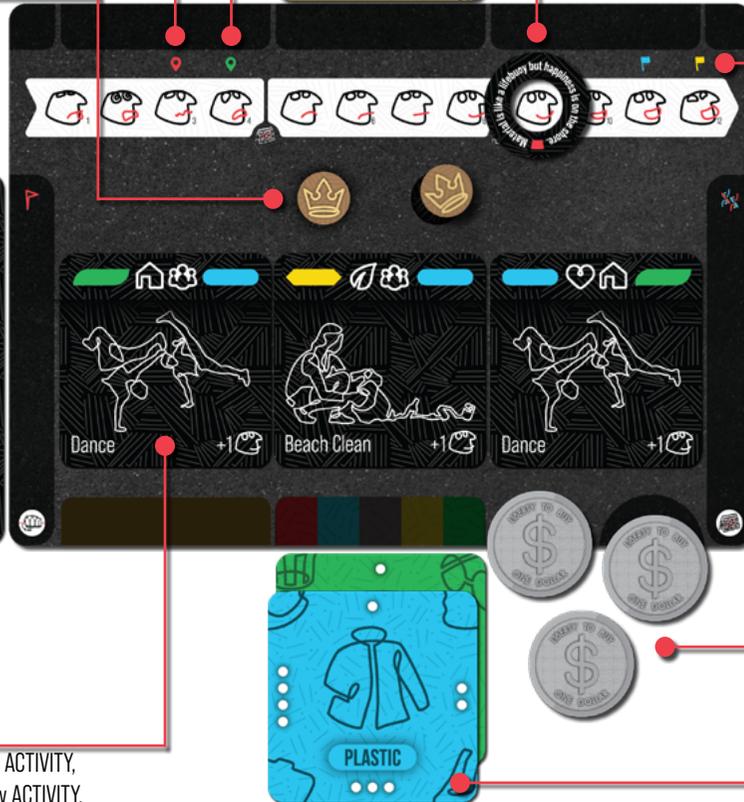
54 in total. Place your COIN \$ here. They must be visible to all players at all time.

LANDFILL

Place your BROKEN (P.7) MATERIAL here. You can only RECYCLE (P.11) from other player's LANDFILL.

FAVOUR card

Red FAVOUR: 5 types, 6 each, 30 in total | Blue FAVOUR: 5 only. You start with different numbers of FAVOUR in hand according to your seat position and total numbers of players. [P.2]



2.0 Gameplay



Read the Quickstart Guide for a brief tutorial and quick reference during game.

2.1 Start Game

Player who most recently spent over \$100 starts first, then turn goes in clockwise.

2.2 Start Turn

Draw 1 and only 1 FAVOUR if you have less than 5 in hand. If the FAVOUR Deck is empty, shuffle FAVOUR from the Discard Pile to refill. If the Discard Pile is also empty, you cannot draw.

Each turn, choose only 1 of these options:

a) WORK
Gain $\$$ and lose HAPPINESS base on your CAREER LAPTOP

b) BUY
Get 1-3 MATERIAL with QUALITY same as $\$$ paid.

c) CONSUME
Spend MATERIALS' QUALITY to complete 1-3 ACTIVITY, and gain 1 HAPPINESS per ACTIVITY. You can keep up to 3 ACTIVITY. Replace one of them when completing the 4th ACTIVITY and beyond.
but may play unlimited FAVOUR anytime.

Achieving GOAL:
If the ACTIVITY in your area contain all the Properties required by a GOAL, you can place it down to the left of your area and add the rewarded HAPPINESS . A same ACTIVITY can be used to achieve multiple GOAL.

Game ends when either:

a) DEPLETION occurs (MATERIAL deck is empty).
b) Any player reaches FLAG (the maximum HAPPINESS)
Player with the highest final HAPPINESS wins!

During your turn, you **must do 1 and only 1** of these 3 actions: (Passing turn is not allowed.)

a) WORK

Lose 1 HAPPINESS HAPPINESS and **gain 3 COIN** $\$$ (follow the SALARY LAPTOP shown on your CAREER). If you have no HAPPINESS HAPPINESS to deduct, take 1 COIN $\$$ from WORK AREA then end turn immediately.

You must apply CREDIT CARD first in advance mode.

If there is not enough COIN $\$$ in game, please use any handy objects nearby to represent.

b) BUY

Spend COIN $\$$ to get MATERIAL from the BUY AREA on the board (P.3) to your AREA (P.4). You may BUY up to 3 MATERIAL in 1 turn. COIN $\$$ you decide to pay for each MATERIAL (1 to 4) will determine and is equal to its QUALITY.

QUALITY of a MATERIAL is indicated by the dots on the top (P.5).

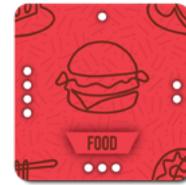
c) CONSUME

Spend MATERIAL's QUALITY to get ACTIVITY from the CONSUME AREA on the board (P.3) to your AREA (P.4). You may CONSUME up to 3 ACTIVITY in 1 turn. You gain 1 HAPPINESS HAPPINESS per completed ACTIVITY.

To CONSUME an ACTIVITY, you must deduct 1 QUALITY from each of the required MATERIAL that you own according to the 2 colours shown on that ACTIVITY. *Note that, an ACTIVITY showing 2 same colour requires 2 separate MATERIAL of the same type and deduct 1 QUALITY from each, not 2 QUALITY from a same MATERIAL.*

If a MATERIAL's QUALITY reaches 0, it is **BROKEN** and must be moved to its owner LANDFILL (P.5) immediately. *e.g. If you SHARE (P.9) her METAL at QUALITY 1, her METAL is then BROKEN and is moved to her LANDFILL.*

Place the completed ACTIVITY in 1 of your ACTIVITY slot and gain 1 HAPPINESS HAPPINESS . You can only keep up to 3 ACTIVITY in your AREA and must discard any older one to the Discard Pile when you complete the 4th and above ACTIVITY.



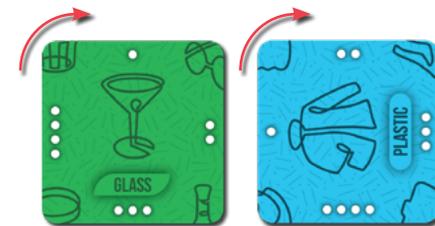
A FOOD at QUALITY 1.



A UTILITY at QUALITY 3.

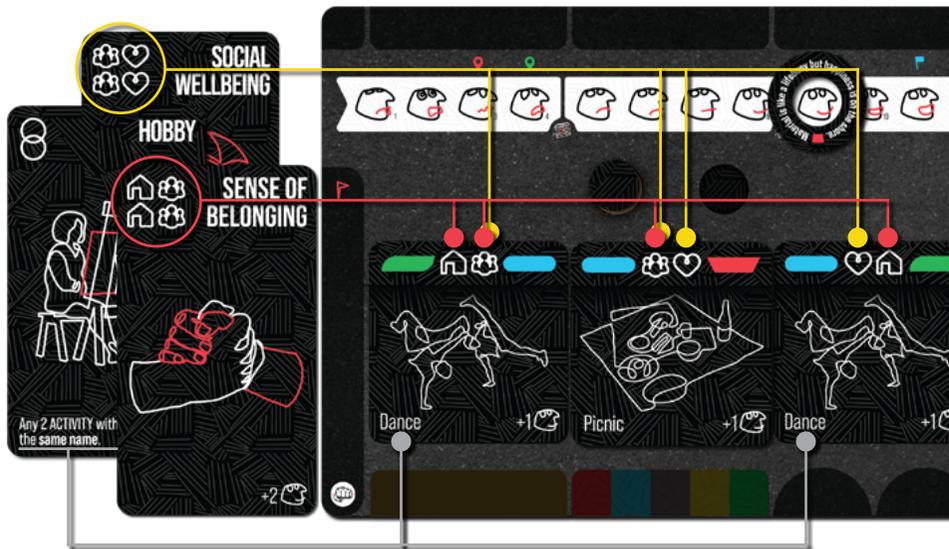


To CONSUME the "DANCE" ACTIVITY, deduct 1 QUALITY each from a GLASS and a PLASTIC.



Deduct GLASS's QUALITY from 1 to 0. Move it to LANDFILL.

Deduct PLASTIC's QUALITY from 2 to 1.



2.3 Optional: Achieving GOAL

In CONSUME turn, you **may be able to** achieve GOAL to boost your HAPPINESS 🧡. To achieve a GOAL, the ACTIVITY kept in your AREA combined must contain all the required PROPERTY of that GOAL.

e.g. As indicated by the red lines above, to achieve SENSE OF BELONGING, the ACTIVITY in your AREA must contains 2 HOUSE 🏠 and 2 GROUP 👥

Each ACTIVITY has 2 different PROPERTY and each GOAL requires 3 to 5 PROPERTY (except for HOBBY and CURIOSITY) to achieve. There are 5 PROPERTY in total:

- 🏠 HOUSE - represents family
- 👥 GROUP - represents community
- 🌿 LEAF - represents nature
- 📖 BOOK - represents knowledge
- ❤️ HEART - represents health

ACTIVITY that are kept in your AREA can be used unlimited times to fulfil multiple GOAL.

e.g. As indicated by the yellow and grey lines above, the same 3 ACTIVITY can also be used to fulfil HOBBY and SOCIAL WELLBEING.

Place the achieved GOAL to the left of your AREA and add HAPPINESS 🧡, as indicated on the bottom right of that GOAL.

Achieving GOAL is optional, but to achieve it you must reveal the GOAL in **the same turn its requirement is met**; otherwise you need to complete a new matching ACTIVITY to achieve that GOAL in future turns.

Each player will only have 3 GOAL for the entire game. and each GOAL can only be achieved once.

2.4 Optional: Playing FAVOUR

Play FAVOUR to trade resources with other players.

Regardless of your choice for the turn, you may play unlimited amount of FAVOUR anytime in your turn, before, during, and/or after WORK, BUY, or CONSUME.

To play a FAVOUR, place it down from your hand to your target's AREA. There are 5 different FAVOUR. Their effects are described on P:11 and on the card.

When other plays you a FAVOUR, you must choose to either ACCEPT or REJECT:

a) ACCEPT and gain REPUTATION

Take that FAVOUR into your hand which you may play later in your own turn, then the FAVOUR's effect take place. *Note that, there is no hand limit, so you will still take it to your hand even when you have 5 or more. You just cannot draw new FAVOUR at the beginning of your turn.*

You may also gain REPUTATION 👑 based on the FAVOUR you ACCEPT, gain:

- 2 👑 if you ACCEPT SHARE 📄.
- 1 👑 if you ACCEPT ACQUIRE 📦, BARTER 📦, or RESELL 📦.
- 0 👑 if you ACCEPT RECYCLE 🗑️.

The above info is also shown on each FAVOUR and the beginner side of each player mat.

Move and/or flip over the REPUTATION token to cover/uncover the same icon 👑 on your player mat to indicate your current REPUTATION 👑.

You gain REPUTATION 👑 only by ACCEPTing FAVOUR and can have at most 2 REPUTATION 👑, at which you can still ACCEPT but gain no REPUTATION 👑.

b) REJECT a FAVOUR

You can only choose to REJECT a FAVOUR by discarding another same FAVOUR from your hand; or by deducting 1 REPUTATION 👑 of yours. If you can do neither, then you must ACCEPT the FAVOUR.

Place REJECT-ed FAVOUR into the FAVOUR Discard Pile on the board. *Note that, ACCEPT-ed FAVOURS always go into the ACCEPTEE's hand and REJECT-ed FAVOURS always go to the Discard Pile.*



2.5 Optional: Spending REPUTATION

You may spend REPUTATION 🏆 according to your different situations:

a) Only when WORK

Spend a REPUTATION 🏆 to gain an extra COIN 💰.
e.g. Spend 2 REPUTATION when WORK to gain 5 COIN 💰 (as an INTERN).

b) Only when BUY

Spend a REPUTATION 🏆 to get an extra QUALITY for any MATERIAL.
e.g. Spend 2 REPUTATION 🏆 and 2 COIN 💰 to BUY 1 METAL at QUALITY 1 and 1 UTILITY at QUALITY 3.

You must pay at least 1 COIN for each MATERIAL. You cannot spend 1 REPUTATION 🏆 to BUY 1 MATERIAL at QUALITY 1.

c) Only when CONSUME

Spend 2 REPUTATION 🏆 to get 1 HAPPINESS 😊.

You must spend 2 REPUTATION 🏆 at once and can only be done in the turn of CONSUME.

d) Only when other plays you a FAVOUR

Spend 1 REPUTATION 🏆 to REJECT any 1 FAVOUR. Move the REJECT-ed FAVOUR to Discard Pile.

2.6 Optional: Non-binding Negotiation

You may negotiate, make deals, or make offers to other player before you play, ACCEPT, or REJECT a FAVOUR, etc; but such agreement is not binded by rule. Actions are only finalized and are legal when and only when the actual card is played.

2.7 End Turn

When you are done, flip over new MATERIAL and/or ACTIVITY to refill all empty card slots on the board. If ACTIVITY Deck is empty, shuffle and refill from the ACTIVITY Discard Pile. Turn goes to your left.

Note that you will only refill cards at your turn end and you must choose to either WORK, BUY, or CONSUME before turn end.

2.8 End Game

When either of the followings occurs, the game will end after the final round is completed.
i.e. The game ends immediately when the player on the right to the starting player completed his turn.

a) when DEPLETION occurs

When the MATERIAL Deck is empty and DEPLETION is revealed on the board regardless if there are still remaining faced-up MATERIAL in the BUY AREA.

DEPLETION Penalty

Player who triggers DEPLETION at his turn end, loses 1 HAPPINESS 😊.

b) when a player reaches maximum HAPPINESS

When any player(s) reaches the HAPPINESS 😊 12, marked by 🏆 on the player mat.

In Basic Mode, the highest HAPPINESS 😊 wins.

Tie-break follows in this order.

1. Higher REPUTATION wins.
2. Fewer MATERIAL in the LANDFILL wins.
3. More GOAL achieved wins.
4. More ACTIVITY completed wins.

3.0 FAVOUR & GOAL

3.1 FAVOUR

There are 5 types of red FAVOUR. Remove at setup all blue FAVOUR, which are for Solo Mode only. You can trade MATERIAL and/or COIN 💰 by playing FAVOUR.

ACQUIRE

Take 1 MATERIAL from any player and pay him COIN 💰 equal to its QUALITY. You cannot play to whom has no MATERIAL. Player who ACCEPT gain 1 REPUTATION 🏆.

BARTER

Exchange 1 MATERIAL with another player's which has the same or less QUALITY than yours. The difference in QUALITY will not be returned to you in any form. Player who ACCEPT gain 1 REPUTATION 🏆.

RECYCLE

Take 1 MATERIAL (except UTILITY) from other player's LANDFILL to your AREA. Pay COIN 💰 to WORK AREA to determine its QUALITY. You cannot RECYCLE from your LANDFILL. Player who ACCEPT gain 0 REPUTATION 🏆.

RESELL

Give 1 MATERIAL to any player and take COIN 💰 equal to its QUALITY from him. You cannot play to whom has not enough COIN 💰 to pay you. Player who ACCEPT gain 1 REPUTATION 🏆.

SHARE

Spend 1 QUALITY of a player's MATERIAL to CONSUME. You don't take the MATERIAL, just deduct its 1 QUALITY. QUALITY is not deducted if the SHARED MATERIAL is not used at the end. e.g. SHARE 2 MATERIAL to complete 1 ACTIVITY. The 1st SHARE is ACCEPTed but the 2nd one is REJECTed, QUALITY is not deducted from the 1st SHARE MATERIAL. Player who ACCEPT gain 2 REPUTATION 🏆.

3.2 GOAL

There are in total 18 different GOAL. 16 of them require the ACTIVITY you kept in your AREA to contain 3 to 5 different or same PROPERTY, as indicated on the top right corner of each GOAL. The only 2 exceptions are:

HOBBY

2 of the ACTIVITY you kept share a same name [P.8]. There are 30 ACTIVITY, 15 pairs share the same name.



CURIOSITY

The 3 ACTIVITY you kept are completed with all 5 different types of MATERIAL: FOOD, GLASS, METAL, PLASTIC and UTILITY.
i.e. The 3 ACTIVITY contains all 5 colours of MATERIAL.

**Gamerules for the Basic Mode end here.
You are ready to start the Campaign!**

The following gamerules for Competitive, Cooperative, and Solo Mode contain spoilers for the Campaign Story.

4.0 Mode Comparison

There are 4 modes of gameplay. All of their differences are listed in the table below. Go to the specific page for the detail written rules.

The winning conditions are different but end game conditions are the same for all modes: a) Any player reaches HAPPINESS 🧡 12, or b) DEPLETION occurs.

	Basic P.6	Competitive P.13	Cooperative P.16	Solo P.17
Setup				
Use CAREER	INTERN Only	All	Remove 🚫🚫	Remove 🚫🚫
Starting GOAL No.	Random 3	Random 3	Random 3	Random 4
Use FAVOUR	Red Only	Red Only	Red Only	Blue Only
Starting FAVOUR No.	Positional P.2	Positional P.2	1 of Each Type	1 of Each Type
Use EVENT	✗	All	All but 🚫🚫	All but 🚫
Use CREDIT CARD	✗	✓	✓	✓
Gameplay				
Play FAVOUR cards	To Player	To Player	To own AREA	To own AREA
Burn Top MATERIAL	✗	✗	Per Round	Per Turn
End Game Scoring				
DEPLETION Penalty	✓	✓	✓	✓
LANDFILL Penalty	✗	✓	✓	✓
CREDIT CARD Penalty	✗	✓	✓	✓
Winning Condition				
HAPPINESS 🧡	The highest wins	The highest wins	All reaching 11 (🧡) after Penalty	Reaching 11 (🧡) after Penalty

5.0 Competitive Mode

Competitive Mode is Basic Mode with CAREER, EVENT, CREDIT CARD, and the LANDFILL Penalty. It is our recommended mode to play in.

CAREER Difficulty Level

CAREER with more ✗ are harder to play.

Initial Setup

e.g. SCHOLAR starts with 2 COIN 💰, 1 random MATERIAL at QUALITY 2, and 1 REPUTATION 🏆.
 means 2 MATERIAL each at QUALITY 1.

SALARY

e.g. When SCHOLAR WORK, she will gain 6 COIN 💰 and lose 2 HAPPINESS 🧡.

Unique ABILITY

Each CAREER has his own ABILITY. (P.18)

CAREER Type

Exclude Not-For-Coop 🚫🚫 in Cooperative Mode and exclude Not-For-Solo 🚫 in Solo Mode.
 All CAREER can be used in Competitive Mode.

NURSE

- Initial Setup: 1 💰, 1 🏆, 1 🧰
- SALARY: +4 💰, -1 🧡
- Caregive 🧑: Once per turn, give 1 FAVOUR to a player and gain 1 🏆.

5.1 Setup & CAREER

Game Board

Setup the game board same as **Basic Mode** (P.2 - Step 1 to 6), then shuffle and place all EVENT and CREDIT CARD face-down on the board accordingly.

Player AREA

Initial setup is different for different CAREER.

1. Shuffle all CAREER, then deal 2 to each player.
2. Choose either one or the INTERN (back) to play, then place it to the right of your AREA.

3. Place a HAPPINESS token on your mat based on your CAREER starting HAPPINESS (🧡 or 🧡).
4. Take COIN 💰, draw random MATERIAL, and/or place the REPUTATION token according to your CAREER's **Initial Setup** marked by 🧡 or 🧡.

5.2 Gameplay Variation

Gameplay is identical to Basic Mode (P.6 - P.10), plus:

- You draw an EVENT whenever your HAPPINESS token enters into another zone. (P.14)
- Anytime during your own turn, or when an IMMEDIATE EVENT is triggered, you may APPLY a CREDIT CARD. (P.15)

5.3 EVENT

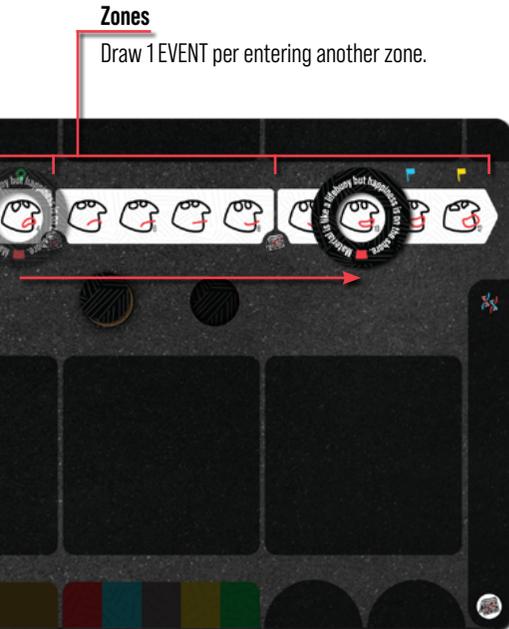
There are in total 30 EVENT cards, 19 of them are CONTINUOUS EVENT 🕒 and 11 IMMEDIATE EVENT ⚠️.

CONTINUOUS EVENT 🕒 affects player only during their active turn. It will last until game end or when its effect is replaced by another CONTINUOUS EVENT 🕒.

IMMEDIATE EVENT ⚠️ affects all players immediately. Effect takes place in between the EVENT triggerer's and the next player's turn. The EVENT triggerer goes first, then other players follow in clockwise to resolve the effect before game resumes from the next player.

Drawing EVENT

The 12 HAPPINESS on your player mat are divided into 3 zones as shown below. You draw an EVENT immediately and put it face-down next to your CAREER accumulatively whenever your HAPPINESS



token is moved into another zone, either from gaining or losing HAPPINESS, or even when it is not in your turn (gain or lose HAPPINESS due to another EVENT).
e.g. If your token moves across 2 zones, as shown below from HAPPINESS 4 to 10, you draw 2 EVENT.

Triggering EVENT

Only trigger face-down EVENT(s) in your AREA after you end your turn. Flip them all at once and resolve one by one. **The effect of a CONTINUOUS EVENT starts on next player's turn.** When 2 or more CONTINUOUS EVENT are triggered, only the latest one takes effect.

Discarding EVENT

Place the currently active (most recently triggered) CONTINUOUS EVENT on top of the EVENT Discard Pile. Make sure it is visible to all players. Place the resolved IMMEDIATE EVENT to the bottom of the EVENT Discard Pile and **it will not replace the effect of the currently active CONTINUOUS EVENT.**

Accumulate your EVENTS here.
Trigger only after you end turn.



5.4 CREDIT CARD

A Credit and Debt system is introduced to the game.

APPLY a CREDIT CARD

You may APPLY a CREDIT CARD:

- anytime during your turn, or
- when you are affected by an IMMEDIATE EVENT.
e.g. You must APPLY a CREDIT CARD when you have no COIN \$ to pay for an IMMEDIATE EVENT.

To APPLY a CREDIT CARD, take 1 and place it to your AREA, then immediately **take 4 COIN \$** from WORK AREA and **1 MATERIAL at QUALITY 1** from the 5 face-up MATERIAL in BUY AREA as a Welcoming Gift.

You can only APPLY 1 CREDIT CARD at a time (once per turn), but no limit for total CREDIT CARD owned.

PAYOFF a CREDIT CARD

You can only and must PAYOFF each and every one of your CREDIT CARD before the end of your turn.

To PAYOFF a CREDIT CARD, **place 1 or 2 COIN \$ on top** of it anytime during your turn (cannot pay more than 2). If you have not enough COIN \$ to PAYOFF, you must APPLY another CREDIT CARD to PAYOFF.

A CREDIT CARD's debt is clear when 5 COIN \$ are paid. Return them all to the WORK AREA.

Forced into Debt

If WORK is your only option for the turn but you have not enough HAPPINESS to deduct, you must APPLY a CREDIT CARD and choose to BUY or CONSUME instead.

Debt Penalty

Lose 2 HAPPINESS 😞 per CREDIT CARD that is not PAYOFF at game end.



5.5 LANDFILL Penalty

Player loses 1 HAPPINESS 😞 for every 3 MATERIAL in his own LANDFILL at game end. e.g. Lose 1 HAPPINESS 😞 if you end game with 5 MATERIAL in LANDFILL.

6.0 Cooperative Mode

Knowing the **Competitive Mode** is required.



6.1 Setup

Setup is same as **Competitive Mode**, except:

- Use all CAREER and EVENT except those marked with the Not-For-Coop Icon: .
- Each player starts with 1 set of 5 **red** FAVOUR in hand (1 of each). Remove the rest from game.

6.2 Gameplay Variation

In Cooperative Mode, you are helping each other to all reach HAPPINESS  11 or above at game end. You may play open-handedly (show your hand to others).

Burning MATERIAL card

At every turn end of the last player (when 1 full round is completed), flip over and **discard the top MATERIAL** from deck to Discard Pile. If DEPLETION occurs now, the DEPLETION Penalty does not apply to any player.

FAVOUR

You will not draw FAVOUR at the start of your turn. When you play FAVOUR, instead of giving it to a player, you place it face-up to the left of your AREA (next to GOAL). There is no REJECT in Cooperative Mode and cannot use REPUTATION  to REJECT. The effect must take place.

You **will and only will take all your played FAVOUR back into your hand when you WORK.**

6.3 End game

When any player reaches HAPPINESS  12  or DEPLETION occurs, the game will end after completing the last round. (Same as the **Basic Mode**)

You win if **all of you reach HAPPINESS**  11  or above after the DEPLETION Penalty, Debt Penalty, and LANDFILL Penalty are factored.

7.0 Solo Mode

Knowing the **Competitive Mode** is required.



7.1 Setup

Setup is similar to **Competitive Mode**, except:

- Use all CAREER and EVENT except those marked with the Not-For-Solo Icon: .
- You start with a special set of 5 **blue** FAVOUR in hand. Put away all the **red** FAVOUR.
- Draw 4 random GOAL to start instead of 3.

7.2 Gameplay Variation

In Solo Mode, you are trying reach HAPPINESS  11 or above at game end. Different Solo Mode Scenarios are also available for a more challenging play.

Burning MATERIAL card

At the end of each turn, flip over and **discard the top MATERIAL** from deck to Discard Pile. If DEPLETION occurs now, the DEPLETION Penalty does not apply.

FAVOUR Variation

You use a different set of 5 **blue** FAVOUR in Solo Mode. You will not draw FAVOUR at the start of your turn. When you play a FAVOUR, place it face-up to the left of your AREA (next to GOAL) then effect takes place.

You **will and only will take all your played FAVOUR back into your hand when you WORK.**

ACQUIRE: Take 1 MATERIAL from the BUY AREA and pay COIN  equal to its exhibited QUALITY (its current No. of white dots shown on top) to WORK AREA.

BARTER: Exchange 1 of your MATERIAL with another 1 from BUY AREA of the same or less exhibited QUALITY.

RENEW: Take any 1 MATERIAL (including UTILITY) from central LANDFILL, then pay double the COIN  to the WORK AREA to determine its QUALITY.

RESELL: Move 1 MATERIAL from your AREA to the bottom of the MATERIAL Deck. Take COIN  equal to its QUALITY from WORK AREA.

SHARE: Use 1 QUALITY of any MATERIAL in BUY AREA to CONSUME. Move it to central LANDFILL if it is BROKEN.

7.3 End game

Game ends when you reach HAPPINESS  12  or DEPLETION occurs. You win if **you reach HAPPINESS**  11  or above after the DEPLETION Penalty, Debt Penalty, and LANDFILL Penalty are factored.

8.0 CAREER Overview

- Starting HAPPINESS
- Unique ABILITY
- Starting HAPPINESS
- Once-per-turn ABILITY
- SALARY for WORK
- Conditional ABILITY

1 random MATERIAL at QUALITY 1

1 random MATERIAL at QUALITY 2

Level 1-3 CAREER

Excluded from Cooperative and Solo Mode

Included in all 4 Modes

Artist

: 1 \$ | : +1 \$

Create - Only when WORK, take 1 face-up MATERIAL at QUALITY 4 from BUY AREA and 1 COIN .

Banker

: | : +7 \$

Influence - Once per turn, exchange 1 REPUTATION with any player for his 1 COIN or vice versa.

Chef

: 2 \$ | : +4 \$

Supersize - When you BUY or RECYCLE FOOD, you get double the QUALITY than COIN you paid.

Craftsman

: 1 \$ | : +4 \$

Forge - Once per turn, make 1 of your or other player's MATERIAL into any non-FOOD MATERIAL for your entire turn. It returns to its original when you end turn.

Engineer

: | : +6 \$

Repair - Once per turn, add 1 QUALITY to 1 of your or other player's non-UTILITY MATERIAL.

Freelancer

: 2 \$ | : +7 \$

+4 \$

+2 \$

Freedom - When WORK, you may choose from 1 of the SALARY above. And Once per turn, you may discard 1 FAVOUR and draw a new one.

Homemaker

: 2 \$ | : +3 \$

Minimalist - Once per turn, gain 1 REPUTATION if you have no more than 1 MATERIAL at any given time in your turn.

Intern

: 2 \$ | : +3 \$

Intern has no ABILITY but starts at HAPPINESS 4.

Investor

: 1 \$ | : +5 \$

Invest - Once per turn, you may pay 1 COIN to toss twice. Gain 2 COIN if either toss lands on the "\$" side; otherwise nothing happens.

Lawyer

: | : +7 \$

Objection - You may discard any 1 FAVOUR to REJECT a FAVOUR, even if that FAVOUR is not targeting you. Your ABILITY also overrule OFFICIER's ABILITY: Enforce.

Nurse

: 1 \$ | : +4 \$

Caregive - Once per turn, give 1 FAVOUR to any player and you gain 1 REPUTATION . The targeted player must take that FAVOUR.

Office Lady / Clerk

: 1 \$ | : +4 \$

Slack Off - During your WORK turn, you may also BUY 1 and only 1 MATERIAL at any QUALITY.

Officer

: 1 \$ | : +4 \$

Your first played FAVOUR per turn cannot be REJECT, except intercepted by Lawyer's Objection.

Politician

: 2 \$ | : +4 \$

You may choose to play FAVOUR face-down to a player and claim what that is. He can then choose to blindly ACCEPT or REJECT as usual; or call your bluff if he doesn't believe your claim.

You will only reveal the FAVOUR if it is called. If that FAVOUR is what you claim it is (true), you gain 1 REPUTATION then he continues to choose ACCEPT or REJECT that FAVOUR as usual. If it is a lie, discard the falsely claimed FAVOUR to the Discard Pile.

Salesman

: | : +4 \$

Whenever you ACCEPT an ACQUIRE or RESELL, or when others ACCEPT your played ACQUIRE or RESELL, you gain 1 COIN from the WORK AREA immediately.

Scavenger

: 1 \$ | : +3 \$

Once per turn, you may take 1 non-UTILITY MATERIAL at QUALITY 1 from any LANDFILL to your AREA. You may also play RECYCLE (or RENEW in Solo Mode) as RESELL. Your target player must REJECT by discarding a RESELL or deduct 1 REPUTATION ; if he ACCEPT, he can only play it later as RECYCLE.

Scholar

: 2 \$ | : +6 \$

Once per turn, may look at the top card of either the MATERIAL, ACTIVITY, FAVOUR, or EVENT deck.

Scientist

: | : +7 \$

In your BUY turn, may BUY any 1 MATERIAL (including UTILITY) from any LANDFILL, including your own.

Soldier

: 1 \$ | : +4 \$

Once per turn, you may take 1 random FAVOUR from any player's hand.

Tycoon

: 2 \$ | : x2 \$

When WORK, you must take the same amount of COIN from WORK AREA as you currently have and lose 1 additional per CREDIT CARD you owned.

Waitress

: 1 \$ | : +4 \$

Draw 2 FAVOUR if you have less than 5 FAVOUR in hand at the start of your turn.

9.0 EVENT Overview

EVENT adds reflective mini-games and/or temporary change of rules to the standard gameplay, mimicking various consumerism tricks in the real world. Remove certain EVENT (👤/👤) for different modes (P.12).

Discard IMMEDIATE EVENT ⚠️ to the bottom and CONTINUOUS EVENT 🔄 to the top of the EVENT Discard Pile.

A Diamond Is For Business 🔄

Lose 1 HAPPINESS 🧐 if you don't have METAL in your AREA at your turn end.

Bad Debt 🔄

If you own a CREDIT CARD(s), you cannot choose BUY.

BOGOF (Buy 1 Get 1 Free) 🔄

For every MATERIAL you BUY, you **must** take 1 MATERIAL at QUALITY 1 from the BUY AREA if there is any.

Buy More Earn More 🔄

Get 1 COIN 💰 from WORK AREA for every 3 COIN 💰 you spent, including ACQUIRE, BUY, and RECYCLE only.

Collector 🔄

Gain 1 HAPPINESS 🧐 per turn if you have all 5 different types of MATERIAL in your AREA.

Combustion Energy 👤 ⚠️

Player(s) with the least HAPPINESS 🧐 put all non-UTILITY MATERIAL in his LANDFILL back into the MATERIAL Deck, then shuffle the deck thoroughly.

Disposable Culture 🔄

Player can only BUY and RECYCLE PLASTIC at QUALITY 1.

Economic Slowdown 🔄

Player can only BUY 1 MATERIAL in BUY turn; CONSUME 1 ACTIVITY in CONSUME turn; and lose 1 COIN 💰 in WORK turn.

Everything Is Online 🔄

Player without a CREDIT CARD cannot spend COIN 💰, including cannot ACQUIRE, BUY, RECYCLE, or uses ABILITY that uses COIN 💰 (Banker & Investor, P.16).

Hidden Clause ⚠️

CREDIT CARD owner lose 1 COIN 💰 from PAYOFF for each of his CREDIT CARD. *i.e. Move 1 COIN 💰 from each CREDIT CARD to WORK AREA.*

Hypebeast 👤 🔄

Choose a target player at your turn end. If you own every MATERIAL types that he own, nothing happens; otherwise lose 1 HAPPINESS 🧐.

Insurance ⚠️

Choose to toss 1 COIN 💰 or lose 1 COIN 💰. If you chose to toss, gain 2 COIN 💰 if it lands on the "\$" side, otherwise lose 2 COIN 💰.

Landfill Tax 🔄

A player loses 1 COIN 💰 per MATERIAL sent to his own LANDFILL. If he cannot afford to pay, he must apply a CREDIT CARD immediately. *e.g. P1 SHARE P3's GLASS at QUALITY 1. The GLASS is BROKEN and is sent to P3's LANDFILL. P3 loses 1 COIN 💰.*

Make It Rain 🔄

Spend 4 or more COIN 💰 in 1 turn to gain 1 HAPPINESS, including ACQUIRE, BUY, and RECYCLE only.

Manners Makyth Man 👤 👤 🔄

Player can only REJECT by deducting 1 REPUTATION 🍷. Cannot REJECT by discarding a same FAVOUR.

Micro-Plastic 🔄

All FOOD MATERIAL cards are regarded as PLASTIC. *e.g. Player may use FOOD as PLASTIC but cannot CONSUME ACTIVITY requiring FOOD.*

Overtime 🔄

When WORK, lose 1 additional HAPPINESS 🧐 and gain 4 more COIN 💰.

Over Production 👤 ⚠️

Remove from game the top 2 cards of MATERIAL deck.

Planned Obsolescence ⚠️

Choose 1 MATERIAL in your AREA to lose 1 QUALITY. If BROKEN, move it to your LANDFILL.

Red Gown 🔄

When BUY, you must BUY at the same or higher QUALITY than your current highest QUALITY MATERIAL.

Redeem Bonus 👤 👤 ⚠️

Do nothing, or 1 of the following:

- Pay 1 COIN 💰 to get 1 MATERIAL at QUALITY 1 from BUY AREA.
- Pay 2 COIN 💰 to get 1 MATERIAL at QUALITY 1 from BUY AREA, and draw 1 FAVOUR from the deck.
- Pay 3 COIN 💰 to get 1 MATERIAL at QUALITY 3 from BUY AREA, and draw 2 FAVOUR from the deck.

Repurchase 👤 ⚠️

Give 1 COIN 💰 to a player and take 1 non-UTILITY MATERIAL at QUALITY 1 from his LANDFILL.

Satan Santa ⚡ ⚠️

Give 1 MATERIAL (only if one has any) to another player. Player may receive more than 1 or no MATERIAL at all.

Skinner Box 🔄

Refill empty MATERIAL and ACTIVITY slot immediately.

Social Responsibility 👤 👤 ⚠️

Draw 1 FAVOUR from a player's hand (if he has any) who has higher HAPPINESS 🧐 than you.

Status Climb ⚡ ⚠️

Choose a player who has less HAPPINESS 🧐 than you. Lose 1 HAPPINESS 🧐 if he has more COIN 💰 than you, otherwise nothing happens.

The 2nd Semi Mid-Season Sales 🔄

When BUY, choose 1 of the MATERIAL you BUY and only pay half the COIN 💰 for its QUALITY. *e.g. Pay 2 COIN 💰 to BUY 1 GLASS at QUALITY 1 and 1 FOOD at QUALITY 2.*

The Gap 👤 ⚠️

Each player add together all his COIN 💰 [excluding those on CREDIT CARD] and QUALITY of all MATERIAL in his AREA. If the largest different among players is greater than 7, all lose 1 HAPPINESS 🧐.

Treat Yo Self 🔄

Gain 1 HAPPINESS 🧐 immediately if you APPLY a new CREDIT CARD this turn.

Vulgarian 🔄

Cannot CONSUME unless you have 4 or more COIN 💰.



b

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